

# XM107 Long Range Sniper Rifle

- **Cal .50 Non-Developmental Item (NDI) rapid fire, materiel target destruction (semi-automatic) rifle**
- **Provides extended standoff ranges (1500m materiel & 1000m personnel)**
- **Funding available will only partially fill Special Forces requirements. Plan is to fill all active Light Infantry Bns and partial Special Forces**
- **BOIP: One Sniper Team Set: Weapon base (2); Scope Rings/base (2); PVS-10 base (1) per XM 107 LRSR / M24 SWS. @ \$1,180 per set.**
- **COST: Available Now. @ 30 sets per Division: \$ 35,400**



# XM107 Rail Quick Release System

- The XM107 Long Range Sniper Rifle (LRSR) candidate weapon was DA approved for Urgent Requirement procurement (without night sight capability) in October 2001. The night sight capability for the XM107 LRSR was TBD. With an armorer-level modification, the Rail Quick Release System would allow the AN/PVS-10 Sniper Day/Night sight currently used with the M24 Sniper Weapon System to be used with the XM107 LRSR.
- Cost: \$1,180 per set
- BOIP: One Sniper Team Set: Weapon base (2); Scope Rings/base (2); PVS-10 base (1) per XM 107 LRSR / M24 SWS



# Semi-Auto Sniper Weapon System (SA-SWS)

- A semi-automatic, 7.62mm match-grade Sniper Rifle similar in design and appearance to the M16.
- 10 round magazine for rapid reload. Has armor piercing ammo, and a noise/flash suppressor. Weighs 3 lbs less than current M24
- BOIP: 1 for 1 exchange with M24
- COST: TBD @ \$2,000 -\$ 3000



# M249 Improvements



- **Improved Collapsible Buttstock** addresses deficiencies found in lessons learned in UO.
- **Cost:**
- **BOIP: 2 per squad**



- **Combined with Collapsible Buttstock**, short barrel reduces M249 overall length > 10 inches. Improves airborne/air assault operations and facilitates maneuver in UO.
- **Cost:**
- **Fielding: One for one exchange** of existing M249 employed in UO (2 per squad)
- **Funding:**

# MK46 & MK 48 MG



- **MK 46 MOD is a gas-operated, belt fed, fully automatic, 5.56mm light machine gun capable**
- **Engages area targets up to 600m.**
- **Cost: \$4457.00**
- **BOIP: 2 per squad.**
- **Fielding: used by Navy SEAL**
- **Weights 5 lbs less than M249 SAW**



- **MK 48 MOD is a gas-operated, belt-fed, fully automatic, 7.62mm light machine gun area**
- **Max Effective range for area targets is 1000m.**
- **Cost: \$7940.00**
- **BOIP: 2 per squad.**
- **Fielding: used by Navy Seal**
- **Weights 10 lbs less than M240B**

# Shotgun

- **Squads 'organic ballistic door breaching tool in UO.**
- **A non-program managed weapon that is currently being purchased by the item manager using an updated Military Specification.**
- **75<sup>th</sup> Rangers validated their use of shotguns to ballistically breach doors.**
- **10<sup>th</sup> Mountain Division utilized shotguns for room breaching and clearing in their deployment to Afghanistan.**
- **Recommended BOIP: 2 per rifle squad.**
- **COST: \$300.00**





# **Developmental Lightweight Shotgun System for M4**

- **Multi-shot, magazine fed (5 round magazine), manually operated 12-gauge shotgun capable of firing lethal, NL, and door breaching munitions**
- **Conversion kit available for stand-alone configurations**
- **M4 Version weighs 2 lbs. 11 ounces and is 16.5 inches in length**
- 



# Mini Grenade

- **Half the size of the M67 that provides a less destructive overpressure force when clearing buildings.**
- **The HG 86 is a compact lightweight fragmentation grenade used world wide by USASOC for UO application. Its blast effects include ~1600 fragments 2 – 2.3mm in size.**
- **Recommended BOIP: Six per Soldier**





# **Non-Lethal Capability Set (NLCS)**

- **Brigade-level issued kit, designed to outfit 200 soldiers with all materials necessary to conduct NL operations.**
- **Equipment includes improved Non-ballistic Face/Body Shields, Ballistic Body, Face/Shields, Ballistic/Non-ballistic Knee/Shin guards, Portable Bullhorn, Expandable Baton & OC Spray, Midsize RCA dispenser.**
- **Weapons & Munitions in the set are 40mm Area/Point rounds, 50 x 12 gage shotguns, shotgun area, point, distraction rounds, XM-84 Stun Grenades, Hand Thrown Dye Marker, 66mm – smoke, CS, Multiple ball, and Sting Ball Grenades**

# Non-Lethal Capability Set (NLCS)



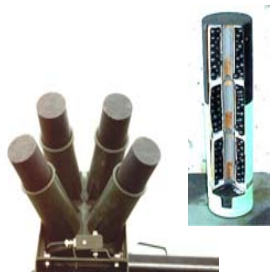
40mm Area/Point Rounds

12GA Area/Point/  
Distraction Rounds



XM84 Stun Grenade

Modular Crowd Control Munitions



66mm  
Smoke/CS/Multiple ball

Sting Ball Grenade



Improved Non-  
ballistic Face/Body  
Shields

Ballistic Face/Body  
Shields



Non-ballistic/Ballistic  
Knee/Shin Guards



Portable Bullhorn



Expandable Baton



Midsize Riot Control  
Agent (RCA)  
Dispenser



# TOW Bunker Buster

- **Enables TOW to breach brick walls (29" diameter hole) and earth bunkers, Compatible with all TOW launchers**
- **Retrofit TOW 2A w/fragmenting HE bulk warhead**
- **\$39,200 (Current Modification Cost) / \$20,000 (Projected Cost)**
- **Additional funding of \$60M would provide 3000 missiles**
- **Compatible with all TOW Launchers**



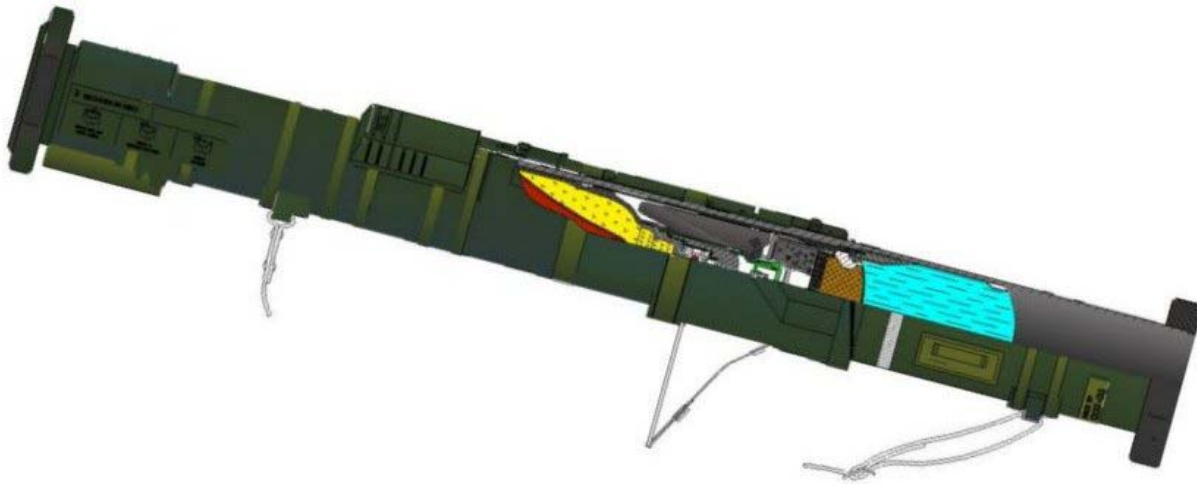
# Bunker Defeat Munitions (BDM)

- Lightweight, single shot, disposable munition for destroying earth and timber bunkers, breach concrete and brick walls (BDM),
- In the process of being Type Classified (1-6 mo.)
- BDM: Approx. 8K in War Reserve w/ rounds in production (currently in use in Operation Enduring Freedom)
- Cost; \$8000 Weight; 15lbs
- BOIP; A round of ammunition that can be used by any soldier. In Infantry the recommended BOIP is combination of 4 per squad



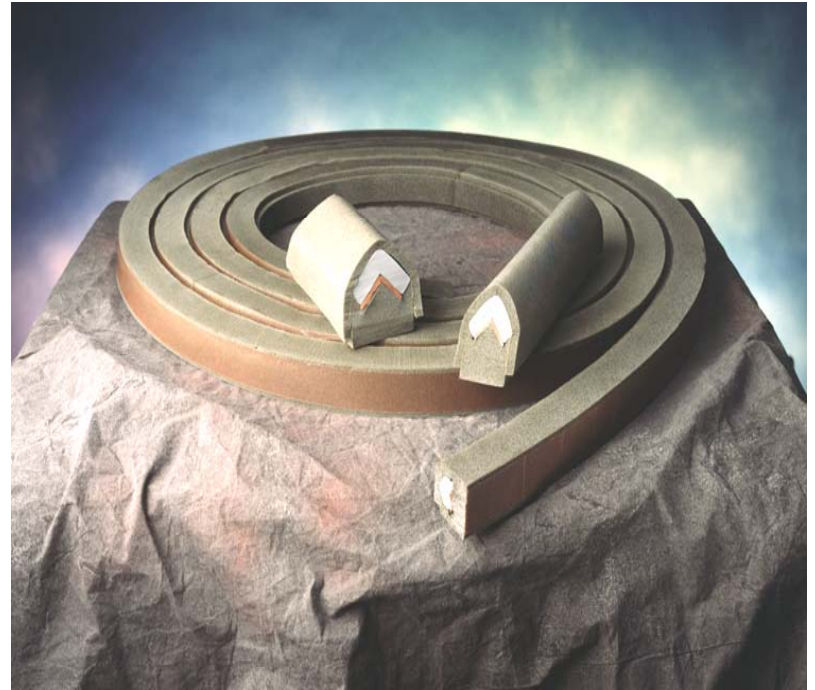
# 84mm, M136 (AT-4 CS)

- **Lightweight, single shot, disposable weapons optimized to defeat armored vehicles while firing from an enclosure (AT-4 CS).**
- **AT-4 CS: Currently undergoing Foreign Comparative Testing (French Military) by SOCOM for Type Classification (1-6 mo.)**
- **Cost; \$2000-\$2500 Weight; 16.5lbs**
- **Recommended BOIP: 4 rounds per squad**
- **Fielding Plan; Replaces existing AT-4's**



# Explosive Cutting Tape

- **Highly flexible; Self adhesion**
- **Less collateral damage**
- **No fragmentation**
- **Easily configured**
- **Uses standard Army fuse**
- **20 ft length, 15 lbs**
- **Cost = \$1400**





# BEAST Explosive Blanket

- **Increased Survivability**
- **2 ft. X 5 ft. nylon blanket**
- **Diamond-shaped explosive embedded in fabric**
- **Applied to wall, ceiling, roof with special adhesive**
- **Primed/detonated using standard fuse/blasting cap**
- **12 - 16 lbs**





# Grenade Rifle Entry Munitions

- Increased survivability; reduces “outside” exposure
- Defeats doors/windows with blast overpressure
- 10-30 meter standoff
- Quick and violent entry
- Easily trained
- In acquisition under WRAP



# Forcible Mechanical Entry Kits

- Improves Survivability & Mobility
- 3 per platoon
- Defeats door, windows, locks
- Commercial Off the Shelf Product

## Manual Entry Tool Pack

Tactical & Survival Specialties, Inc Cost: \$72.77



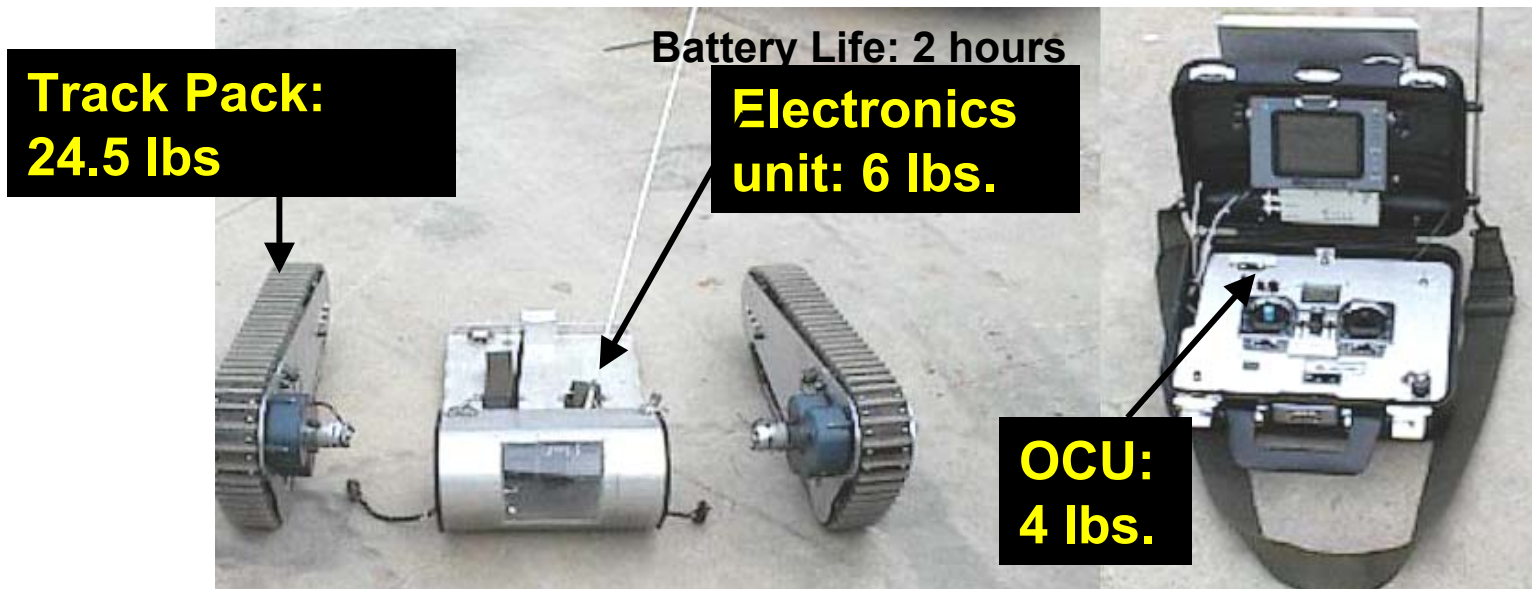
## Demtek Entry Tool Pack

Cost: \$440



# Unmanned Ground Vehicle

- Maneuverable in MOUT terrain (stairs, rubble)
- Day/night (THERMAL) capabilities
- Intel collection, clear obstacles, surveillance, breaching, resupply (Payload = 100 lbs. & Towing capacity = 475 lbs..)
- Leading candidate—MATILDA
- Total weight: 55 lbs for 3 components





# **Combined Operations Battlefield Robotic Asset (COBRA)**

- **Provides RSTA in MOUT and urban environments.**
- **Standoff through multi-mission payloads; CBRN/HAZMAT, Articulating Arm, Obscurant, Breach, Long Range Surv Camera and sensors.**
- **Increases survivability for mounted/dismounted Infantry.**

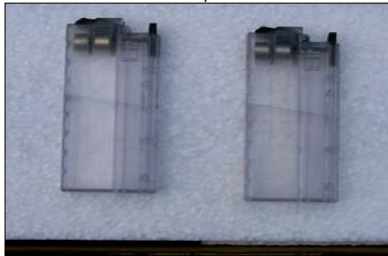


# Non-Lethal Blunt Trauma Training Devices

- Commercial Off the Shelf Products
- Already assigned National Stock #s

## Extra Magazines

Cost: \$36.00



## M16 & M4 Simulation Kit

Cost: \$550.00



## Protective Mask

Cost: \$30.00



## M9 Simulation Kit

Cost: \$137.00



# Close Combat Mission Capability Kit

- **Training aids for existing small arm weapon systems. Drop-in bolt for M16/M4/M249 and a drop-in pistol barrel for the M9 converting weapons to fire marking rounds that enable force-on-force engagements prior to live-ammo training and mission deployments.**
- **Cost: M4/M16 kit is \$176; M249 kit is \$154; 9mm kit is \$140**
- **BOIP: Two Company sets per Infantry Battalion**
- **Fielding: Pending DT/OT evaluations; TC scheduled for 4Q FY03**



# **Remote Viewing Instrument Search Tool Kit**

- **RVIS is an “under the door viewing tool” utilizing a flexible 8mm diameter fiber optic tool, low light camera, IR camera, extendable poles, and night vision pocket scope.**
- **Cost: \$100K per kit**
- **Recommended BOIP: One per platoon & one per scout team**
- **COTS; no TC**
- **Funding: None**

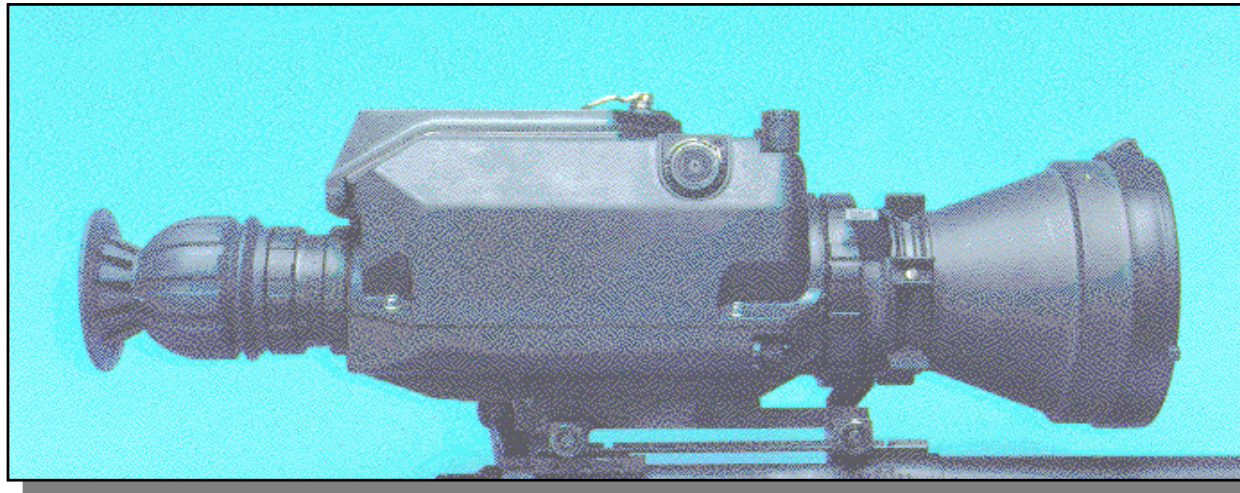
**PICTURE NOT AVAILABLE**



# Heavy & Medium Thermal Weapon

## Sight (TWS)

- Currently supporting Operation Enduring Freedom. Fielding to resume immediately after full material release is granted.
- Heavy (6.0) TWS range is 2200m; Medium (5.0) TWS range is 1100m
- Supports M4, M16, M249, M60, M240, MK19, M136, M24
- BOIP: One for one replacement of PVS-4, TVS-5 and PAS-7. One per sniper rifle ( 5 per LT SQD; 9 per BFV PLT).
- Type Classified 2D Q FY 04
- COTS: Available if testing waived.



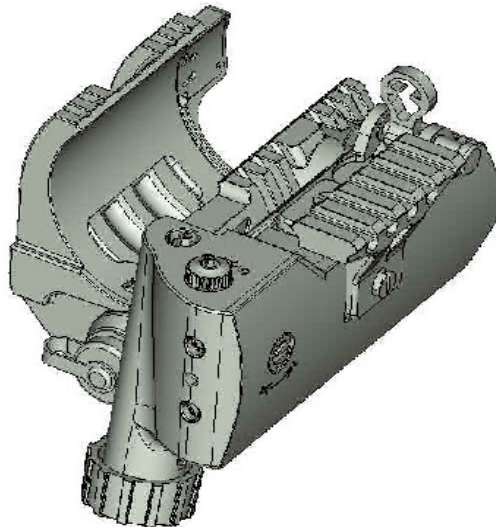
# Light Thermal Weapon Sight (LTWS)

- **LTWS** can be used day or night including total darkness.
- **Weight/Range:** 3.0 lbs/550m
- **Weapons Supported:** M16, M4, M136
- **BOIP:** One for one replacement of PVS-4.
- **Type Classified** 2D Q FY 04
- **COTS:** Available if testing waived.



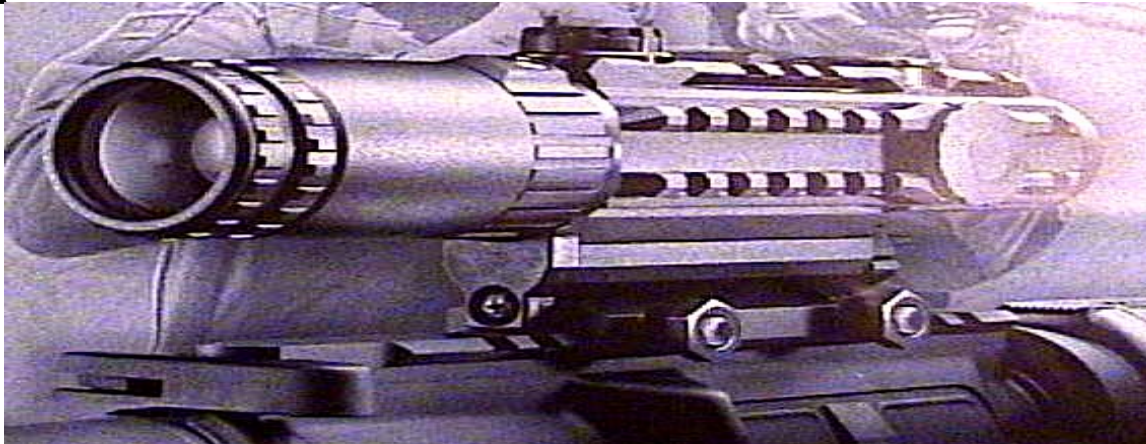
# M203 RS Insight

- **M203 Rail System Insight attaches to the 40mm M203 tube, and provides day and night fire control for both the M203 and the M16A4/M4 on which the M203 mounts.**
- **Cost: \$1410 for quantities less than 100. \$963.00 for quantities of 7000**
- **BOIP: One for every Grenadier**
- **Fielding: Current SEP; SOF and SBCT purchasing**



# Multi-Function Optic (MFO)

- Allows for enhanced target detection, identification, range determination, and engagement to the within the limits of the weapon.
- Soldier can select the uni-power-red-dot-point-and-shoot capability of the M68 CCO, or select a magnification setting with an Advanced Combat Optical Gunsight (ACOG) type reticle
- Cost: \$250-\$850
- BOIP: Replaces M68 CCOs





# **Infrared Aiming Light (PEQ-2)**

- **Target detection of ranges from 600-2000 meters. Mounts on all Infantry small arms.**
- **Serves as an aiming light and IR illuminator.**
- **Current Status; Fielding**
- **BOIP: One per Squad & Platoon Leader. One per MG crew**
- **Type Classified**
- **Cost Per Item; \$900**



# **Integrated Laser White Light Pointer (ILWLP)**

- **A multiple laser which mounts on the M16/M4 MWS.**
- **Provides a infrared (invisible) aiming beam (600 M), infrared illuminator beam (300M), visible (red) laser beam (10M daylight) and a visible flashlight.**
- **BOIP; Replacement for the AN/PAQ-4 in SOF, Inf., and M.P. QRFs**
- **Type Classification**
- **COTS w/waiver**



# **Long Range Sniper Rifle Night Sight (LR/SNS)**

- **Night sight used with XM-107 Long Range Sniper Rifle**
- **Ranges out to 1000 meters (vehicle) & 600 meters (personnel)**
- **Sight would be used in conjunction with selected day sight.**
- **Fielding; Projected FUE 2QFY04.**
- **BOIP:One per sniper team.**
- **Costs; \$13,000**



**Three Candidates**



# AN/PAQ 4 Infrared Aiming Light

- Used in conjunction with AN/PVS-7 or AN/PVS-14 to accurately engage targets with M16 and M4 series of weapons at night
- Range: 600M
- Cost/unit; \$180.00
- Type Classified; Fielded
- BOIP: Soldiers in Infantry Battalions equipped with the M16/M4



# **AN/PAQ 10 Sniper Day/Night Sight**

- **Integrated Day/Night Sight for M24 Sniper Weapon System**
- **Advanced 3rd Generation Image Intensification tube**
- **Range- 600M (Night)/800M (Day)/ Weight; 4.8 LBS**
- **Power; 2 “AA” Batteries**
- **Adjustments for Brightness, Reticle, and Day/Night Switch**
- **Full Fielded/Type Classified; Apr 98/ Cost/unit; \$7500**
- **BOIP; One per M24 Sniper Rifle**



# Surefire White Light 6P

- Provides tactical white light capability.
- 17,000 Candle Power.
- Recommended BOIP: One per Soldier.
- Cost: \$65.00



# Multi-Magazine Holder

- Will reduce the time required to reload the Soldier's weapon, and increase lethality during close quarters combat conditions
- Cost: \$19.95
- BOIP: One per Soldier employed in UO
- COTS



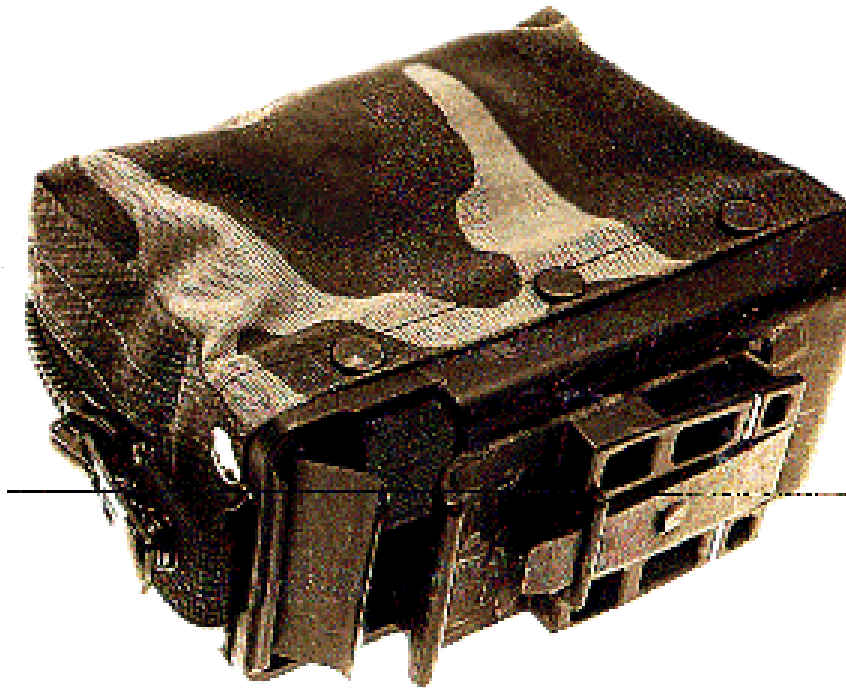
# Dry Lube

- **Weapon and magazine dry lubrication for desert operations.**
- **Cost: \$5.00 per unit, \$12.00 per refiller**
- **BOIP: One unit per cleaning kit; one re-filler per platoon**
- **COTS**



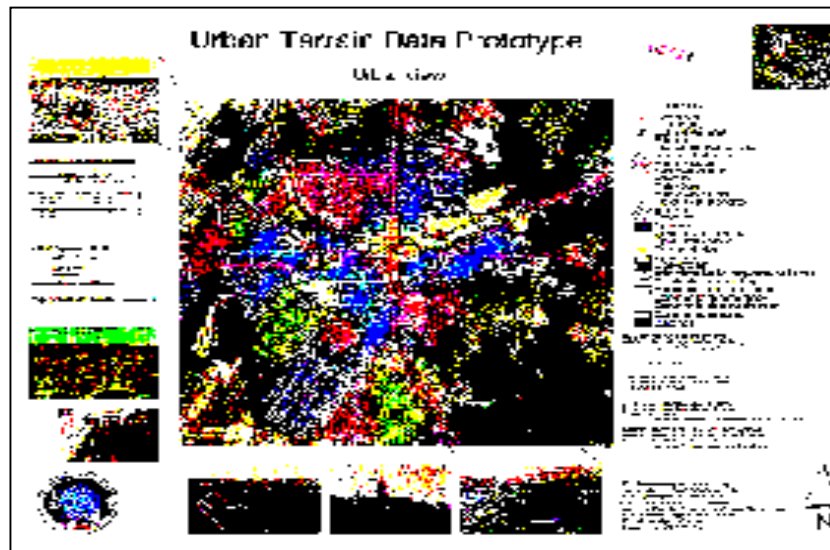
# M249 200 Round Ammo Pouch (Soft)

- Gives squad a dependable 200 round pouch that will not break during movement in UO
- Cost:
- BOIP:
- Fielding:
- Funding:



# Produce/Update Maps, Urban Tactical Planner

- Uses laptop PC/ Windows. Data sources include scanned images of existing maps, overhead imagery, and other data to produce military referenced hardcopy maps.
- Can provide 3-D elevation of relevant urban areas
- Provides a more accurate map for increased situation awareness and mission planning.
- Cost is \$50,000. COTS product
- Recommended battalion or brigade level planning tool





# Platoon Early Warning Device II (PEWD II)

- Provides platoon-level early warning
- Capable of detecting personnel & vehicles, across 450m front
- Sensors for system are MOD GOTS, & monitor is COTS.
- Recommended BOIP: One per platoon, three per scout platoon



# Pointer UAV

## (Intelligence Collection)

- Thermal & day cameras w/real-time images transmitted to Bn.
- Battalion level, 3 aircraft and one handheld base station
- Range: 5K line of sight.
- \$93K; COTS



# Individual Equipment

Interceptor Body Armor

**Vest: \$ 614; Plates: \$527 ea--Total with both plates: \$1,668**



Hands-Free Sling

\$20



Advanced Combat Helmet

\$300



Knee and Elbow Pads

\$35 per set





# MOLLE

(MOdular Lightweight Load-carrying Equipment)

- **MOLLE consists of a Fighting Load Carrier, Approach March Carrier, Sustainment Load Carrier, and Butt Pack.**
- **Fielding**
- **Cost = \$400 per system**



# Small Unit, Multi-purpose Trailer

- Cost = \$300-400
- COTS item





# Squad Mobility Equipment

## Grappling Hooks (Titanium/Steel)

Tactical & Survival Specialties, Inc

Cost: \$70.00 (Titanium) / \$30.00 (Steel)



## Tactical Telesteps Ladder

Tactical & Survival Specialties, Inc  
(12.5 feet fully extended)

Cost: \$315.00



## Nylon Ladder

CLIMBTECH

16 step, and 15 feet long

Cost: \$225.00



# QUICKSTEP Ladder

- **Folds to 2 ft. x 3 ft. package**
- **Constructed of lightweight aluminum alloy**
- **Employs in seconds**
- **Recommended BOIP is one per squad**
- **12 feet long (second story entry)**
- **38 pounds**
- **Cost is \_\_\_\_\_**

